

OPERATIONAL MANUAL



Multi-colour
Fluorescent Display

Exciting Game
With Sound Effects

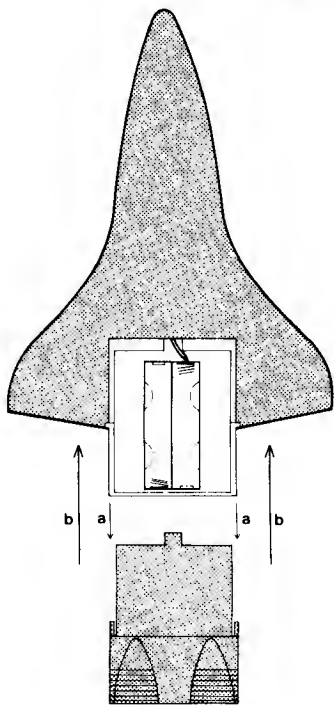
Control SPACE SHUTTLE to send space architects and tools in turn for the construction of Space Station, warding off the attacks of enemies' planes controlled by the computer. Higher-level skills become required step by step as the construction of station advances through the heavy attacks of enemies' planes.

- FIP (Fluorescent Indicator Panel) Multi-Colour Display
- Sound Effects

Scoring System:

1. By the time used in sending up all architects and tools.
2. By the number of successful shuttles within limited time.

2-WAY POWER SUPPLY: BATTERIES/AC ADAPTER

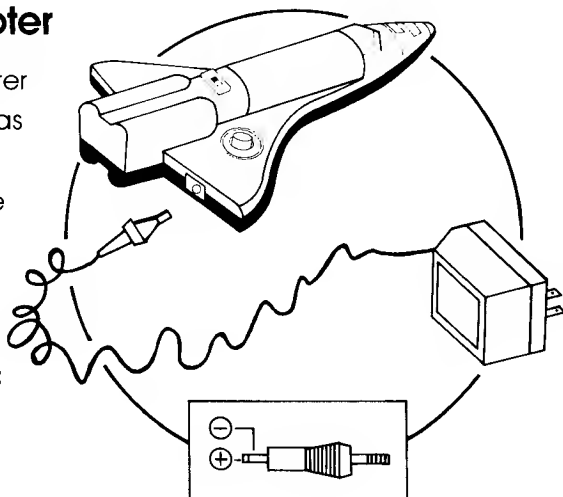


When Using Batteries

1. Use 4 "UM-3" batteries. (Ni-Cad batteries cannot be used.)
2. Open battery compartment cover in the direction of ↓ "a" as illustrated.
3. Insert the batteries in the correct position. Be sure the terminals of battery make good contact with the battery compartment. Wrong connection between the terminals of battery and battery compartment may damage the LSI. Check terminals before use.
4. Slide the cover to shut it tightly in the direction of ↑ "b" as illustrated.

When Using AC Adapter

1. Insert the plug of AC adapter into the jack of the body as shown.
2. Connect AC adapter to the wall outlet in your home.



Specifications of AC Adapter:

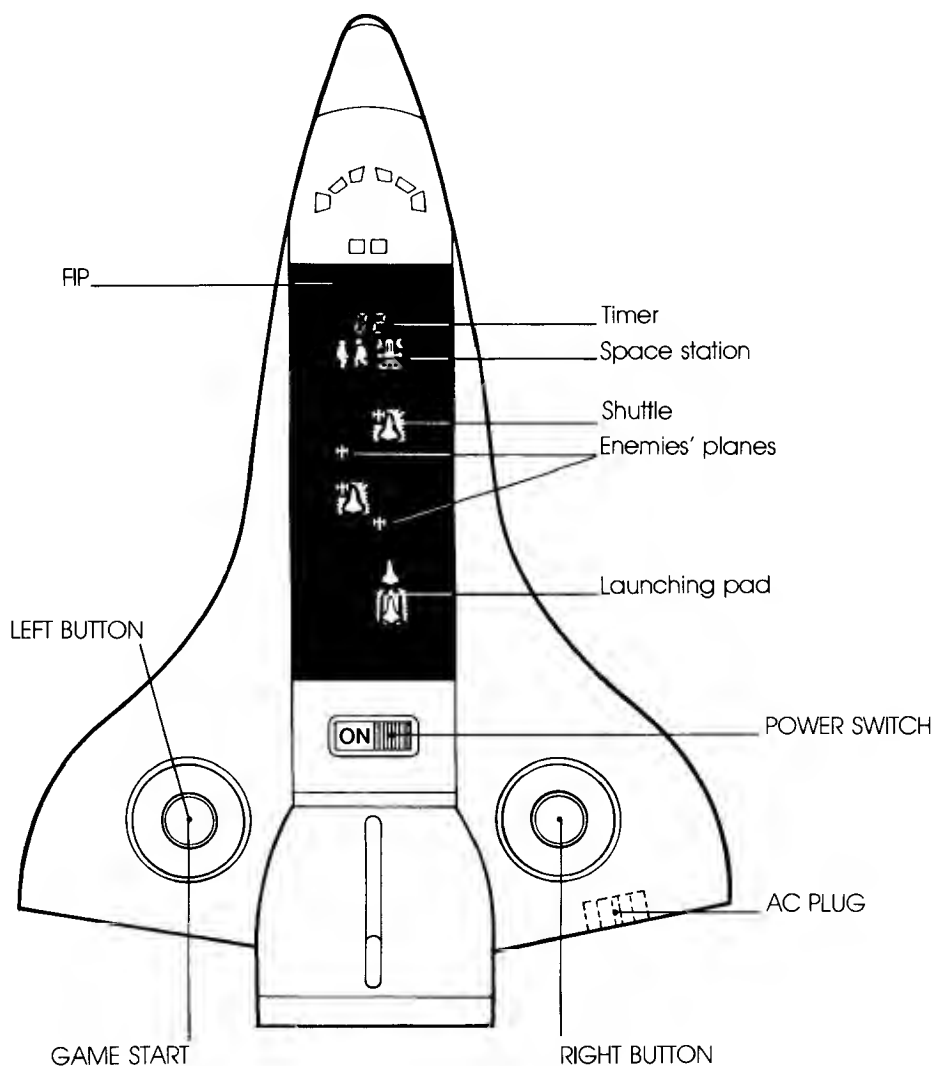
Output voltage: DC6V

Load current: 250-450mA

Dia of plug: $\phi 5.5\text{mm}$

LSI MICRO-COMPUTER GAME SERIES

Specifications: Model: No. SO-007. Hand held micro-computer game(1 unit of LSI,
1 unit of multi-colour FIP, 1 unit of Piezo Buzzer)
Power supply: 4 "UM-3" batteries / AC Adapter 6V output



Dimension: Shuttle — (L) 272 mm (W) 176 mm

Fluorescent Indicator Panel — (L) 78.5 mm (W) 28.5 mm

OPERATING NOTES

Things You Should Know About Your New Game

When the batteries are exhausted, the following faults are caused. Change the batteries in this case.

- 1) An error in digital display.
- 2) Wrong sounds or weak indication.

POWER SWITCH

Place the switch in "ON" position. DIGIT and ENEMIES' PLANES will appear and move at low speed. (If not, repeat the same operation. OFF — ON — OFF — ON)

RE-PLAY

Re-play of the same level can be gotten by pressing the START BUTTON.

The SPACE SHUTTLE is a very precise game machine with some built-in high level electronic parts.

- 1) Avoid hitting, shocking and dropping your machine.
- 2) Don't leave your shuttle in heated places — such as in a car and beside a heater — or high-moisture places. Never get your machine wet.
- 3) Don't remove the cover of the shuttle. Never touch the precise electronic circuit inside.
- 4) If you're going to store your shuttle for any length of time, remove the batteries.
- 5) Operate the buttons in the right way.
- 6) Use AC adapter or batteries only.
- 7) Insert the batteries in the right way.
(Don't reverse \oplus and \ominus of battery terminals.)
- 8) Keep your shuttle clean and remove any dirt you may find in the battery compartment.